

This listing of claims will replace all prior versions, and listings, of claims in the application:

**Listing of Claims:**

Claim 1 (currently amended): A gaming device comprising:  
~~at least one award;~~

a plurality of award modifiers, wherein one of said award modifiers is randomly designated;

a display device which displays said award modifiers and the designates designated one of said award modifiers;

a plurality of reels;

an incrementor on said reels, wherein upon an occurrence of the incrementor, the designated one of the award modifiers is changed to another one of the award modifiers;

an activator on said reels; and

a processor which controls said display device and said reels, and which modifies the an award generated in the primary game using the designated award modifier when the player obtains the activator on said reels, and which randomly causes the display device to re-designate independent of a player's wager amount one of the award modifiers after the player obtains the activator.

Claim 2 (currently amended): The gaming device of Claim 1, wherein the processor randomly ~~re-designates~~ designates one of the an-award modifier modifiers based on a weighting system, such that at least one award modifier is more likely to be ~~re-designated~~ designated than at least one other award modifier.

Claim 3 (currently amended): The gaming device of Claim 1, which includes a weighting system used by the processor to randomly ~~re-designate~~ designate a low value award modifier more often than a high value award modifier.

Claim 4 (currently amended): The gaming device of Claim 1, which includes a weighting system used by the processor to randomly ~~re-designate~~ designate a low value award modifier but not a lowest value award modifier more often than at least one other award modifier.

Claim 5 (currently amended): The gaming device of Claim 1, which includes two groups of award modifiers, wherein said processor randomly designates and causes the display device to ~~re-designate~~ display said designated an award modifier from each group.

Claim 6 (currently amended): The gaming device of Claim 5, wherein the processor randomly ~~re-designates~~ designates one of award modifier modifiers from each group based on a weighting system, such that at least one award modifier from each group is more likely to be ~~re-designated~~ designated than at least one award modifier from the respective group.

Claim 7 (original): The gaming device of Claim 5, wherein award modifiers of the first group are mathematically related to award modifiers of the second group.

Claim 8 (original): The gaming device of Claim 5, wherein the designated award modifier of the first group is mathematically related to the designated award modifier of the second group.

Claim 9 (original): The gaming device of Claim 5, which includes a separate activator associated with each group of award modifiers, wherein a designated modifier from one of the groups changes the award when the player obtains the activator associated with the group.

Claim 10 (canceled)

Claim 11 (currently amended): The gaming device of Claim 10, wherein the incrementor is a combination of symbols simultaneously displayed on the reels.

Claim 12 (currently amended): The gaming device of Claim 10, wherein the incrementor is a single symbol on one of the reels a-reel.

Claim 13 (currently amended): The gaming device of Claim 1, wherein the activator is a single symbol on one of the reels a-reel.

Claim 14 (original): The gaming device of Claim 1, wherein the display device simultaneously displays each of the award modifiers.

Claim 15 (currently amended): The gaming device of Claim 14, wherein the display device includes means for illuminating the designated award modifier.

Claim 16 (currently amended): The gaming device of Claim 14, wherein the award modifiers range from low value award modifiers to high value award modifiers.

Claim 17 (original): The gaming device of Claim 1, wherein the award is obtained from winning a base game of the gaming device.

Claim 18 (original): The gaming device of Claim 1, wherein the award is a multiple of a player's wager.

Claim 19 (original): The gaming device of Claim 1, wherein the award modifiers are multipliers.

Claim 20 (currently amended): The gaming device ~~or of~~ of Claim 1, which includes a plurality of incrementors displayed by at least one reel.

Claim 21 (currently amended): The gaming device ~~or of~~ of Claim 1, which includes a plurality of activators displayed by at least one reel.

Claim 22 (currently amended): A gaming device comprising:  
~~at least one award; a primary game operable upon a wager;~~  
a plurality of award modifiers ranging from a low value to a high value wherein each award modifier is adapted to change a player's award generated in ~~a~~ the primary game, wherein one of said award modifiers is randomly designated using a weighted probability distribution;

an incrementor in the primary game, wherein the designated award modifier changes to another one of the award modifiers when the incrementor is obtained;

a display device which displays the ~~designated~~s one of said award modifiers; a processor which controls the display device and said primary game; and

an activator in said primary game, wherein the processor changes the player's award using the designated award modifier when the player obtains the activator and an award triggering event in the primary game, and wherein the processor randomly redesignates independent of the player's wager amount one of the award modifiers using a weighted probability distribution after the player obtains the activator.

Claim 23 (currently amended): A method for operating a gaming device, the method comprising the steps of:

- (a) randomly designating a modifier from a plurality of modifiers;
- (b) enabling a player to play a base game of the gaming device;
- (c) increasing changing the designated modifier to another one of the modifiers upon a predefined base game outcome;
- (d) determining if the player obtains an activator in the base game; and
- (e) modifying a number of base game credits based on the designated modifier if the player obtains the activator, wherein the base game credits are obtained in the base game; and
- (f) ~~randomly re-designating independent of a player's wager amount one of said plurality of modifiers after the player obtains an activator.~~

Claim 24 (currently amended): The method of Claim 23, which includes weighting the modifiers so that one modifier is randomly designated re-designated more often than at least one other modifier.

Claim 25 (original): The method of Claim 23, which includes displaying the plurality of modifiers on a display device.

Claim 26 (original): The method of Claim 25, which includes the step of illuminating the designated modifier on the display device.

Claim 27 (original): The method of Claim 25, which includes the step of using audio signals to indicate the designated modifier.

Claim 28 (currently amended): The gaming device of Claim 22, which includes a weighting system used by the processor to randomly designate re-designate one of the low value ~~award~~ modifiers more often than one of the high value ~~award~~ modifiers.

Claim 29 (currently amended): The gaming device of Claim 22, which includes a weighting system used by the processor to randomly designate re-designate one of the low value ~~award~~ modifiers but not the lowest value ~~award~~ modifier more often than at least one other ~~award~~ modifier.

Claim 30 (currently amended): The gaming device of Claim 22, wherein the processor randomly designate re-designates one of the ~~award~~ modifiers from each group based on a weighting system, such that at least one ~~award~~ modifier from each group is more likely to be designated re-designated than at least one ~~award~~ modifier from the respective group.

Claim 31 (new): The gaming device of Claim 1, wherein each one of the ~~award~~ modifiers is different.

Claim 32 (new): The gaming device of Claim 22, wherein each one of the ~~award~~ modifiers is different.

Claim 33 (new): The method of Claim 23, wherein each modifier is different.

Claim 34 (new): A gaming device comprising:

- a plurality of award modifiers, wherein one of said award modifiers is randomly designated;
- a display device which displays said award modifiers and the designated one of said award modifiers;
- a primary game adapted to generate at least one award;
- a processor which controls said display device and said primary game;
- an incrementor in the primary game, wherein upon an occurrence of the incrementor in a play of the primary game, the designated one of the award modifiers is changed to another one of the award modifiers; and
- an activator in the primary game, wherein the processor changes an award generated in the primary game using the designated award modifier when the activator is generated with a triggering event for said award and provides the changed award to the player.

Claim 35 (new): The gaming device of Claim 34, wherein the primary game includes a plurality of reels and wherein the incrementor and activator are generated by the reels.

Claim 36 (new): The gaming device of Claim 34, wherein the processor randomly designates one of the award modifiers based on a weighting system, such that at least one award modifier is more likely to be designated than at least one other award modifier.

Claim 37 (new): The gaming device of Claim 34, which includes a weighting system used by the processor to randomly designate a low value award modifier more often than a high value award modifier.

Claim 38 (new): The gaming device of Claim 1, which includes a weighting system used by the processor to randomly designate a low value award modifier but not a lowest value award modifier more often than at least one other award modifier.

Claim 39 (new): The gaming device of Claim 1, wherein each subsequent designated award modifier is greater than the previous designated award modifier.

Claim 40 (new): The gaming device of Claim 1, wherein the processor changes the designated award modifier upon each occurrence of the incrementor until the designated award modifier reaches a predetermined maximum award modifier.

Claim 41 (new): The gaming device of Claim 1, wherein the award results from symbols generated on the reels.

Claim 42 (new): The gaming device of Claim 1, wherein the plurality of reels are displayed by the display device.

Claim 43 (new): The gaming device of Claim 22, wherein each subsequent designated award modifier is greater than the previous designated award modifier.

Claim 44 (new): The gaming device of Claim 22, wherein the processor designates award modifiers until the designated award modifier reaches a predetermined maximum award modifier.

Claim 45 (new): The gaming device of Claim 22, wherein the award results from symbols generated in the primary game.

Claim 46 (new): The gaming device of Claim 45, wherein the primary game is displayed by the display device.